



Mediterranean Travel Map

A Fan-Made Savage Worlds™ Resource by Jordan Peacock
for use with Pirates of the Spanish Main™ RPG



If you want to send your heroes after the *Pirates of the Barbary Coast*, here's a map of the region, done to the same scale as the map of the Spanish Main included in *Pirates of the Spanish Main: Swashbuckling Roleplaying in the Age of Sail* (hereafter referred to as the Pirates RPG for brevity). For full rules on how to use this map for long-distance travel, you'll need the Pirates RPG core book.

Disclaimers

This is not a resource for the study of history. It's a game tool. Note the conspicuous lack of borders, and the fact that the map has no date on it.

For this map, I tried to give a very rough approximation of what might be around in the 17th and early 18th centuries, but even during that "limited" time window, borders shift, and cities change hands. Furthermore, any representation of prevailing winds is just an abstraction for game play. (Note how all the "prevailing winds" paths more-or-less diagonally - since that conveniently fits in with the way "prevailing winds" are used in the ship travel rules.)

How to Use This Map

This document provides two maps that overlap each other slightly, to cover the western and eastern portions of most of the Mediterranean basin - specifically those areas associated with the "Barbary Coast." First, each map is given its own page - then, the latter part of this document blows up the maps (with even more overlap). Print them off on color paper and paste or tape them together, matching up the overlapping areas (and trimming off the white borders) as necessary.

You can then use the map to keep track of the players' ship position for journeys across the Mediterranean. For complete rules on how to navigate the Mediterranean, see "Rules of the Sea" on page 128 of the Pirates RPG.

Seasonal Prevailing Winds

The main difference between this map and the map given for the Spanish Main, other than obvious geological differences, would be that I've color-coded certain Prevailing Winds with times of the year.

If you wish to keep things simple, you can just ignore the seasonality; whichever arrow is closest to the ship is the "Prevailing Wind" that

is used for purposes of navigation - with the exception of the Straits of Gibraltar, where the GM will just have to arbitrarily choose whether the winds are coming from the northeast or the southwest.

Otherwise, some of the winds blow (from time to time) year-round, while others are strongly associated with a particular season. If the wind is "in season," then take it into consideration; otherwise, ignore it.

The names given to the winds are just for "color" - and also to help in matching them up with the seasonal winds key, in case you print this map off in greyscale.

Locations

Not all ports of the Barbary Coast are friendly to western vessels; it's up to the GM how closely he wants to hew to history, though. The Pirates RPG, after all, features a universe in which undead pirates, Captain Nemo and his submarines, sea monsters, neo-Vikings, and a great many other oddities are real. It's bound to impact history a bit.

These are not necessarily the most important locations - just a few that I thought it would help to elaborate upon (since it might not be entirely evident on the map which harbors your heroes can safely visit).

Ottoman Empire

In the late 17th century, the Ottoman Empire extends along the southern part of the Mediterranean to encompass all of the Barbary Coast except for what would be modern-day Morocco. (And even Morocco has its "Barbary Corsair" strongholds.) In addition, on the northern side, it extends as far as into Greece, and right up to the edge of Italy. The exact borders change over time, so a bit of reading up is suggested for the historically-minded GM.

"Barbary Corsairs" routinely prey upon merchant ships of the European powers. Some of them can be bribed for safe passage, but it's a tricky business: They have no qualms about changing their minds when it comes to "nations which had not acknowledged the Prophet" - particularly anyone foolish enough to travel in small, easily attacked numbers.

Candia (Crete)

In the early 17th century, this city is dominated by Venice, until it is besieged by the Ottoman Empire in one of the longest sieges in

history - from 1648 to 1669. After that, it (and most of Crete) falls to the Ottoman Empire. However, as part of the surrender negotiations, Venice was able to retain three fortress islets - Grambusa, Souda and Spinalonga - which serve as stopping points for Venetian shipping. However, in the early 18th century (1715-1718) the Ottoman Empire takes these islets as well.

Casablanca (Morocco)

This port is held by Spain from 1580 to 1640, then by Portugal until it is mostly destroyed by an earthquake in 1755. After that, it becomes "Dar el Beida," rebuilt by sultan Mohammed ben Abdallah - an ally of George Washington.

Lefkosa (Cyprus)

This port city falls to an Ottoman siege in 1570, and remains under Ottoman and then Turkish control until well into the 20th century.

Malta

This island city-state is home to the Knights Hospitaller, also known as the Knights of Malta, until its conquest by Napoleon in 1798. Especially in the *Pirates* universe, the Knights of Malta represent a major force opposing the Barbary Corsairs.

Marseilles (France)

For most of the era covered by the Pirates RPG, this is France's major port city on the Mediterranean.

Republic of Bou Regreg (Morocco)

In 1627, the twin cities of Rabat and Salé united to form the Republic of Bou Regreg - a haven for Barbary Corsairs. Even after the republic falls in 1818, it continues to be used by pirates well into the 19th century.

Suez Canal

This canal links the Mediterranean to the Gulf of Suez (part of the Red Sea). Although it is depicted on the map for reference, construction started on it in 1858, and it was completed in 1869 - well after the periods most commonly associated with the "age of piracy." It's up to the GM, of course, whether the Suez Canal exists in his own campaign.

Trieste (Italia)

This represents the easternmost holding of Italia (Italy), and is one of the easternmost ports friendly to European powers in the Mediterranean.



Atlantic Ocean

Espania

Portugal

Morocco

The Barbary Coast
(Ottoman Empire)

France



Ottoman Empire

Prevailing Winds

- Westerly winds (Sirocco, Sirocco Levante, Libeccio, Mistral, Sirocco, Sirocco, Sirocco)
- Autumn/Winter (Bora, Fregate, Tramontana, Poniente)
- Spring (Levante)
- Summer (Levante)

1 square = 30 miles



Prevailing Winds

- Blue arrows: Year-round (Ghibli, Libeccio, Mistral, Sirocco, Xell)
- Green arrows: Winter (Bora, Grecale)
- Yellow arrows: Spring (K. Anasin)
- Yellow arrows: Summer (Etesian, Meltemi)

Italy

Adriatic Sea

Syracusan Sea

Ionian Sea

Sicily

Malta

Mediterranean Sea

Barbary Coast (Ottoman Empire)



Greece

Aegean Sea

Marmara Sea

Ottoman Empire

Egypt

Cyprus

The Black Sea

Sea of Azov

1 square = 30 miles

Atlantic Ocean

France



Bordeaux

Marseilles

La Coruña

Vigo

Braga

Oporto

España

Barcelona



Marin

Portugal

Lisboa

Valencia



Levantades

Islas Baleares

Me



Leveche



Gharbi

Al-Jaza'ir (Algiers)



Levanter

Gibraltar

Oran

Republic of Bou Regreg

Casablanca

Morocco

The Barbary Coast (Ottoman Empire)

Prevailing Winds

-  Year-round (Gharbi, Ghibli, Leveche, Libeccio, Marin, Mistral, Scirocco, Xlokk)
-  Autumn/Winter (Bora, Gregale, Framontana, Vendaval)
-  Spring (Levantades)
-  Summer (Levanter)

1 square = 30



(Mistral, Scirocco, Xlokk)
(...)



Prevailing Winds

-  Year-round (Ghibli, Libeccio, Mistral, Scirocco, Xlokk)
-  Autumn/Winter (Bora, Gregale)
-  Spring (Khamzin)
-  Summer (Etesian, Meltemi)





Kabnius
(Mariupol)

Khabibey
(Odesa)

Sea of Azov

istral, Scirocco, Xlokk)

Constanta
Bucuresti
(Bucharest)

The Black Sea

Istanbul
(Constantinople / Istanbul)

Samsun

Trabzon

Marmara
Sea

Ottoman Empire

1 square = 30 miles

Aegean
Sea



Iskenderun
(Alexandretta)

Lefkosa
Cyprus

Dimashq
(Damascus)

Al-Iskandariya
(Alexandria)
Egypt

Al-Quds
(Jerusalem / Yerushalayim)

Al-Qahirah
(Cairo)

Suez Canal